

# Flint & Steel Skirmish Rules

A public domain version including notes by the author in italics

*Dear Reader, Perhaps these are among the most rudimentary skirmish rules you've ever seen. I use them for solo play to help me push 54mm toy soldiers around a card table with only slightly more realism than whimsy may afford... though I do reserve the right to make as many "PEW! PEW!" and "BOOM!" noises as I see fit. They are also a work in progress. Cheers.*

## ACTIVATION

Use preferred activation system.

When activated, a figure may Move, Shoot, or Fight.

*I use a card system for activation. Each figure is represented by a playing card. Choose one suit for each force. Eg: Three on four could be three hearts plus four clubs comprising a small deck. I add the joker to provide random length turns in which not all models may get an activation.*

## FIGHT

Hit on modified 1d6 of 5+. (a natural 6 is always a hit)

A Hit model receives one Wound.

Target has Shield: -1

Target wearing Armor: -1

Attacker did not Move: +1

Leaving combat allows opponent a free Fight roll.

## ELIMINATING UNITS

As soon as a figure receives a Wound roll 1d6 subtracting the number of Wounds it has. Out of action on  $\leq 0$ .

*"Out of Action" includes models lost to cowardice. As such, you may decide to begin a game with a model already having one or more "wounds" to represent actors of lower morale as well as those weaker or more vulnerable.*

## COMBATANTS

All units are of the same 'type' without distinction. Models depicting ranged weapons may Shoot. All models may Fight.

## MOVEMENT

A Figure may Move up to 12" in a straight line.

Changing direction costs 4"

Rough terrain costs double.

Shooting or Fighting at the end of a Move costs 4".

Ducking or standing is not Movement.

*I've used inches – sorry civilized world – and employ a measuring stick though I'm not fussy about exactness as I play solo mostly.*

## SHOOTING

Units shoot in any direction. (No facing)

Line of sight is required.

Range is immaterial.

Hit on modified 1d6 of 5+. (a natural 6 is always a hit)

A Hit model receives one Wound.

Shooter did not Move: +1

Target in cover: -1

Rifled Barrel: +1

Muzzle loading firearms take four uninterrupted consecutive Move actions (*without moving*) to reload.



# Gilding the Lilly

## EVENTS (OPTIONAL)

2. One figure is Out of Action
3. Re-roll targeting two random figure.
4. A figure can not take cover for the rest of the game.
5. A figure may not Move or Shoot this turn.
6. Add one Hit to any figure.
7. Nothing Happens.
8. Remove one Hit from any figure.
9. A figure may Shoot or Move twice this turn.
10. A figure has a cover bonus for the rest of the game.
11. A figure's Movement is +4" for the rest of the game.
12. One OoA figure returned to deployment zone.

*I use this table for chance events and assume that all events target randomly from among all figures. How often I roll determines how much chaos is in play. Eg: Once per turn / Every x turns / etc.*

## POINTS

- |      |                               |
|------|-------------------------------|
| 5pts | Infantry with hand weapon     |
| 1pt  | Shield                        |
| 1pt  | Armor                         |
| 2pts | Bow                           |
| 1pt  | Flintlock Musket              |
| 4pts | Lever Action Rifle or Six-Gun |
| 5pts | Grenade (one)                 |

*Typically I play with what seems appropriate to me for the flavour I'm trying to capture, but I still wanted to settle on a points system. This list only features customizations I've used to date.*

## GRENADES (18<sup>th</sup> CENTURY)

Move activation required to lite and throw (up to 12"). Scatter of 1" determined by method of choice. Blast radius of 8". Cover negates on 1d6 of 4+. All figures in range suffer one Wound.

